

# AVON VALLEY AMATEUR RADIO ASSOCIATION



## Search & Rescue Game

This search and rescue game has been devised to encourage teamwork and good communication skills. There has been a plane crash and a small group of survivors (Team 1) are trapped somewhere near the crash site. The emergency control centre (Team 2) intercept a mayday call from the survivors and scramble the Search & Rescue team (Team 3) to look for them. Upon finding them, the Search & Rescue team contact the Emergency medical team (Team 4) and ask for assistance. All communication is made only by radio until the survivors have been returned to the emergency control centre, where the game ends.

**TEAM 1 = Victims**

**TEAM 2 = Emergency Control Centre**

**TEAM 3 = Search & Rescue**

**TEAM 4 = Emergency Medical Team**

### **TEAM 1 ROLE:**

1. Locate a suitable location where you can not be seen easily.
2. Using the **HELP** card, contact emergency control centre
3. Await instruction and remain hidden at all times
4. Only use the radio for communication until found

### **TEAM 2 ROLE:**

1. Man the radio at the emergency control centre always ready to intercept maydays
2. When Mayday received via radio, use the **HELP** card for instructions
3. Always remain on radio watch during the search and rescue
4. Pass on radio messages from both teams as they can not communicate directly
5. Await return of survivors

### **TEAM 3 ROLE:**

1. Man the radio at Search & Rescue HQ awaiting call from ECC
2. Follow instruction from ECC radio operator use **HELP** card for assistance
3. Locate survivors and inform ECC
4. Communicate the need for medical team via ECC
5. Instruct medical team and "talk them in" to your location
6. Return to ECC radio operators for de-briefing

### **TEAM 4 ROLE:**

1. Man the radio and await call from ECC use the **HELP** card issued
2. Follow instruction from ECC and S&R teams
3. Provide on the spot medical assistance and bring survivors back to ECC
4. Return to ECC for de-brief

Each team is equipped with a **HELP** card, showing which channels to use and the radio procedures required.

In order for the game to seem as real as possible only use the radio for communications

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### TEAM 1 (VICTIMS) HELP CARD

**ONLY USE EMERGENCY CHANNEL 1 UNLESS INSTRUCTED TO CHANGE CHANNEL**

**MAYDAY CALL AS FOLLOWS:**

**“JOTA MAYDAY, JOTA MAYDAY – OUR PLANE HAS CRASHED AND WE ARE LOST AND IN NEED OF IMMEDIATE MEDICAL HELP”**

**YOU CAN ONLY GIVE CRIPTIC CLUES ABOUT YOU LOCATION, SO TRY NOT TO MAKE IT TOO EASY FOR THE OTHER TEAMS RIGHT AWAY.**

**FOLLOW THE INSTRUCTIONS GIVEN TO YOU BY THE OTHER TEAMS  
REMEMBER, THIS GAME WILL ONLY WORK IF YOU MAKE IT AS REAL AS POSSIBLE.**

**ALL TEAMS WILL BE MONITORED BY RADIO AT ALL TIMES AND ASSESMENT WILL TAKE PLACE DURING THE DE-BRIEFING AT THE END.**

### TEAM 2 (CONTROL CENTRE) HELP CARD

**ONLY USE EMERGENCY CHANNEL 5, 1 & 8 AS INSTRUCTED BY EACH TEAM**

**EACH EMERGENCY TEAM WILL BE USING THE FOLLOWING CHANNELS:**

**CHANNEL 1 = SEARCH & RESCUE TEAM**

**CHANNEL 8 = EMERGENCY MEDICAL TEAM**

**GENERAL EMERGENCY CHANNEL 5 MONITORED AT ALL TIMES**

**YOU WILL BE PASSING AND RECEIVING INFORMATION FROM EACH TEAM SO YOU MUST COMMUNICATE AS CLEARLY AS POSSIBLE. USE THE OTHER TEAMS HELP CARDS TO UNDERSTAND THE COMMUNICATION PROCEDURES.**

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### TEAM 3 (SEARCH & RESCUE) HELP CARD

**ONLY USE EMERGENCY CHANNEL 5 UNLESS INSTRUCTED TO CHANGE CHANNEL**

YOUR TEAM IS KNOWN AS SEARCH & RESCUE, AND THIS NAME WILL BE USED DURING ALL RADIO COMMUNICATIONS. HERE IS AN EXAMPLE OF A TYPICAL EXCHANGE:

**“SEARCH & RESCUE, THIS IS CONTROL DO YOU RECEIVE OVER?” – “CONTROL, THIS IS SEARCH & RESCUE YOU ARE LOUD AND CLEAR, PASS YOUR TRAFFIC, OVER”**

YOU WILL BE PASSED INSTRUCTIONS BY CONTROL WHICH MUST BE FOLLOWED, YOU WILL ALSO BE UPDATING CONTROL OF YOUR STATUS EVERY 3 MINUTES, SO CLEAR COMMUNICATION IS IMPORTANT

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REMEMBER, THIS GAME WILL ONLY WORK IF YOU MAKE IT AS REAL AS POSSIBLE.

ALL TEAMS WILL BE MONITORED BY RADIO AT ALL TIMES AND ASSESMENT WILL TAKE PLACE DURING THE DE-BRIEFING AT THE END.

### TEAM 4 (MEDICAL TEAM) HELP CARD

**ONLY USE EMERGENCY CHANNEL 8 UNLESS INSTRUCTED TO CHANGE CHANNEL**

YOUR TEAM IS KNOWN AS EMERGENCY MEDICAL TEAM, AND THIS NAME WILL BE USED DURING ALL RADIO COMMUNICATIONS. HERE IS AN EXAMPLE OF A TYPICAL EXCHANGE:

**“EMERGENCY MEDICAL TEAM, THIS IS CONTROL DO YOU RECEIVE OVER?” – “CONTROL, THIS IS EMERGENCY MEDICAL TEAM YOU ARE LOUD AND CLEAR, PASS YOUR TRAFFIC, OVER”**

YOU WILL BE PASSED INSTRUCTIONS BY CONTROL WHICH MUST BE FOLLOWED, YOU WILL ALSO BE UPDATING CONTROL OF YOUR STATUS EVERY 3 MINUTES ONCE YOU REACH THE SURVIVORS, SO CLEAR COMMUNICATION IS IMPORTANT

FOLLOW THE INSTRUCTIONS GIVEN TO YOU BY THE OTHER TEAMS  
REMEMBER, THIS GAME WILL ONLY WORK IF YOU MAKE IT AS REAL AS POSSIBLE.

ALL TEAMS WILL BE MONITORED BY RADIO AT ALL TIMES AND ASSESMENT WILL TAKE PLACE DURING THE DE-BRIEFING AT THE END.